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# **HOOK**

## **AMIGA/ST/PC INSTRUCTIONS**

### **SCENARIO**

Peter Banning is a respectable, hard working married man with two children - but he is a man with a long forgotten past which has come back to haunt him .... he was Peter Pan!

Peter Bannings' children have been kidnapped by his old adversary, Captain Hook and Peter must travel to Neverland to rescue them and recapture his lost youth along the way.

### **LOADING - ATARI ST**

Switch on the power to the computer and disk drive, then insert the disk into the drive.

If you have two disk drives insert disk 1 into drive A and disk 2 into drive B.

This program will then load automatically. Follow on screen instructions for disk changes.

### **AMIGA 500**

Insert the disk into drive A and turn on the computer. The program will then load automatically.

Follow the on-screen instructions for loading subsequent disks.

### **AMIGA 1500**

Insert the System disk; when the Workbench disk illustration appears insert the game disk; the program will then load automatically.

Follow the on-screen instructions for loading subsequent disks.

### **PC**

#### **Installing the game on hard disk:**

Insert disk 1 into your floppy disk drive and then type the letter of that drive followed by:  
(eg, if you insert the Hook disk 1 into drive B, then type B: followed by return).



Type **INSTALL X:**, where X is the drive letter you want to install the game onto.  
You will then be prompted to insert the other disks into the drive when needed.

### **Running the game from hard disk:**

Change the current directory to your Hook directory (eg. CD\HOOK). Type **HOOK** and press **<RETURN>**.

### **Running the game from floppy:**

Insert disk 1 into your floppy disk drive and then type the letter of that drive followed by:  
(eg, if you insert the Hook Disk 1 into drive B, then type **B:** followed by **<RETURN>**.  
Type **HOOK** and press **<RETURN>**. Follow on screen instructions.

## **HOW TO PLAY & CONTROLS - ST/AMIGA**

You take control of Peter Banning and must venture through Neverland and rescue your kids.  
This is done by controlling Peter from a third person's view point of Peter and his immediate surroundings.

All main controls are performed via the mouse plugged into port 0 of the ST/Amiga.  
By moving the mouse around you control a Pan Sword 'cursor' around the screen.  
The screen is split up into two sections.

### **PC**

The game may be controlled by mouse or Cursor keys.

**HOME** key - left mouse button

**PAGE UP** key - Right mouse button

The Main Area is where all the action takes place and where you can see Peter in Neverland.  
To perform an action you must highlight your chosen icon by clicking the left mouse button when the cursor is on that icon. Then click on the main screen to perform that action.

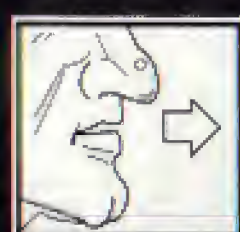


If no icons are highlighted you are in walk mode. Click on the main screen to walk to the nearest point possible to the cursor.

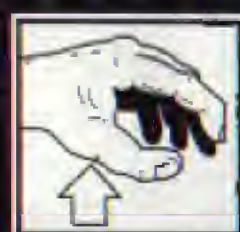
The following icons may be selected:-



**LOOK** - Peter will walk over to the object, person or location you have clicked on and describe it. You may also click on your inventory to find out what you are carrying.



**TALK TO** - Peter will walk over to the person with whom you want to have a conversation, providing you can walk to him freely, and into conversation mode. press the right button to select an alternative. Choose your words carefully to find out the right information, and try not to offend anyone!



**PICK UP** - Peter will walk to the item you wish to pick up and then proceed to pick it up. If you cannot pick it up he will tell you why, otherwise the icon representing the object will appear in your inventory.



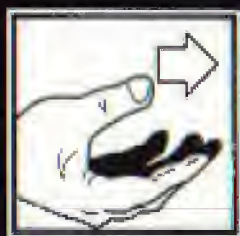
**USE** - There are three ways you can execute the use icon.

(i) Using an item at a location - You can click on an item on the main screen and attempt to use it.

(ii) Using an Object - Click on the use icon then on the object in your inventory you wish to use.

(iii) Using two objects - Click on the use icon then on the two objects in your inventory you wish to use together. If you can use them together you may get the result you want.





**GIVE TO** - Click on the give to icon, the object in your inventory and then on who you want to give it to. If the person wants the object he will take it from you otherwise he will refuse and give it back.

Click on the right mouse button while an icon is highlighted to toggle that icon on or off.

Click the left mouse button on the arrows on the panel to move the inventory window left or right if you have more objects than you can see.

## KEY CONTROL

P - Pause/unpause

## STATUS PANEL

The status panel displays facial representations of both Hook and Peter. If you perform an action that is beneficial to the plot of rescuing your kids then Hook will become angry and Peter will smile.

This is a good indication of your successful progress!

## HINTS AND TIPS

The first hurdle you must overcome is getting onto Hook's ship in order to rescue your kids. BUT, you will notice that a certain mean looking pirate will not let you aboard because you're not a pirate. So you must venture around pirate town and acquire a pirates uniform. Talk to Innkeepers, shopkeepers and anyone you can to gain information about where you can obtain parts of your uniform.

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